

11/23/2018

Date: _____

District: _____

CLASS: TRAIL - PATTERN #2

HIGH SCHOOL: _____

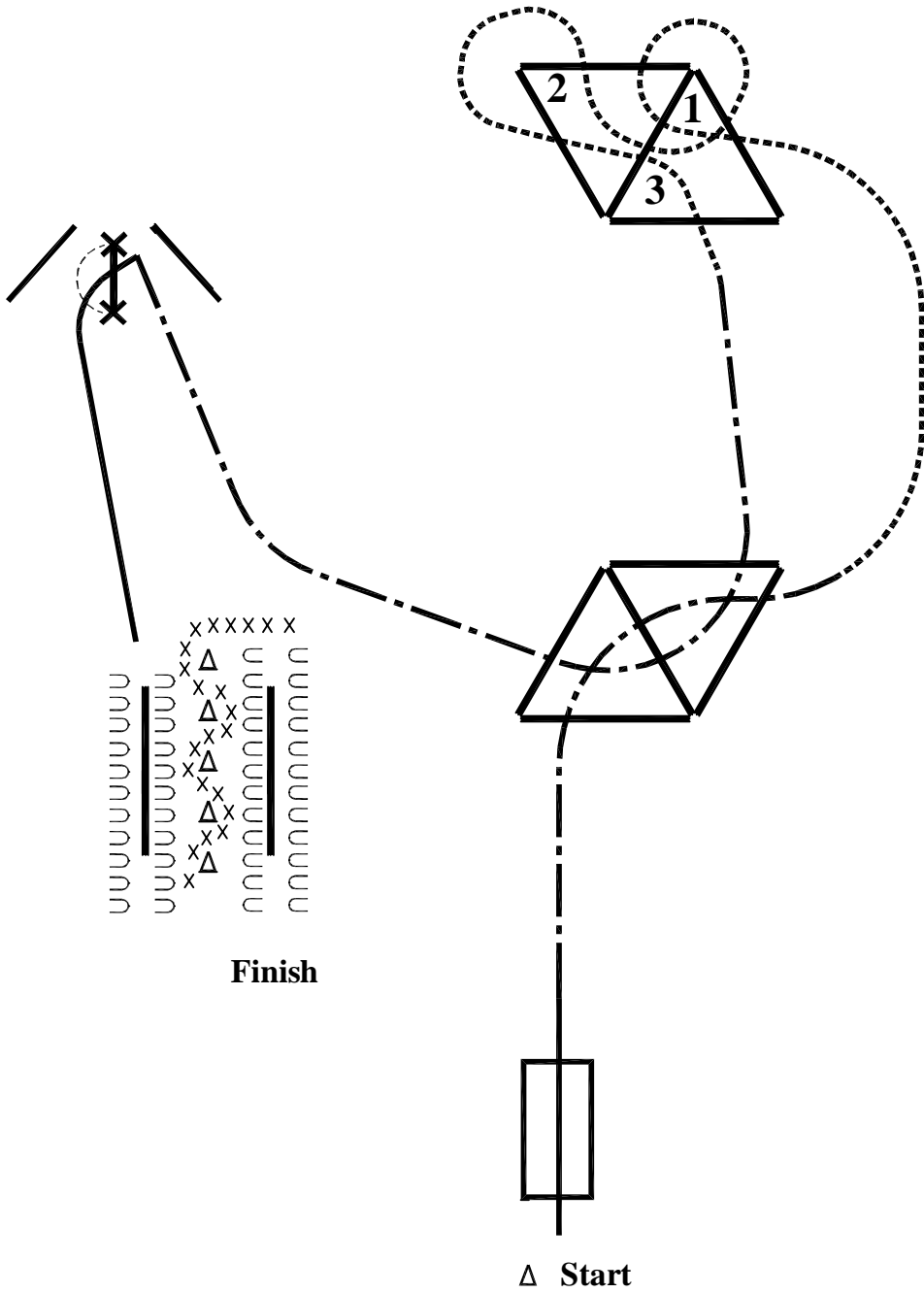
ATHLETE #: _____

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at start cone. Walk over bridge.		
2.	Pick up lope/canter and lope canter through double triangle as diagramed		
3.	Transition to jog/trot and jog/trot around corner #1		
4.	Continue at jog/trot around corners #2 and #3 inside as diagramed		
5.	When out of triangle transition to lope/canter and travel through triangles as diagramed and continue to gate		
6.	Left hand push gate		
7.	Walk to cones and poles. Position for right sidepass, sidepass pole		
8.	Back through cones as diagramed		
9.	Position for left sidepass, sidepass pole. Wait to be excused		
10.	Overall Horsemanship		

Judge's Signature: _____

Expectations:

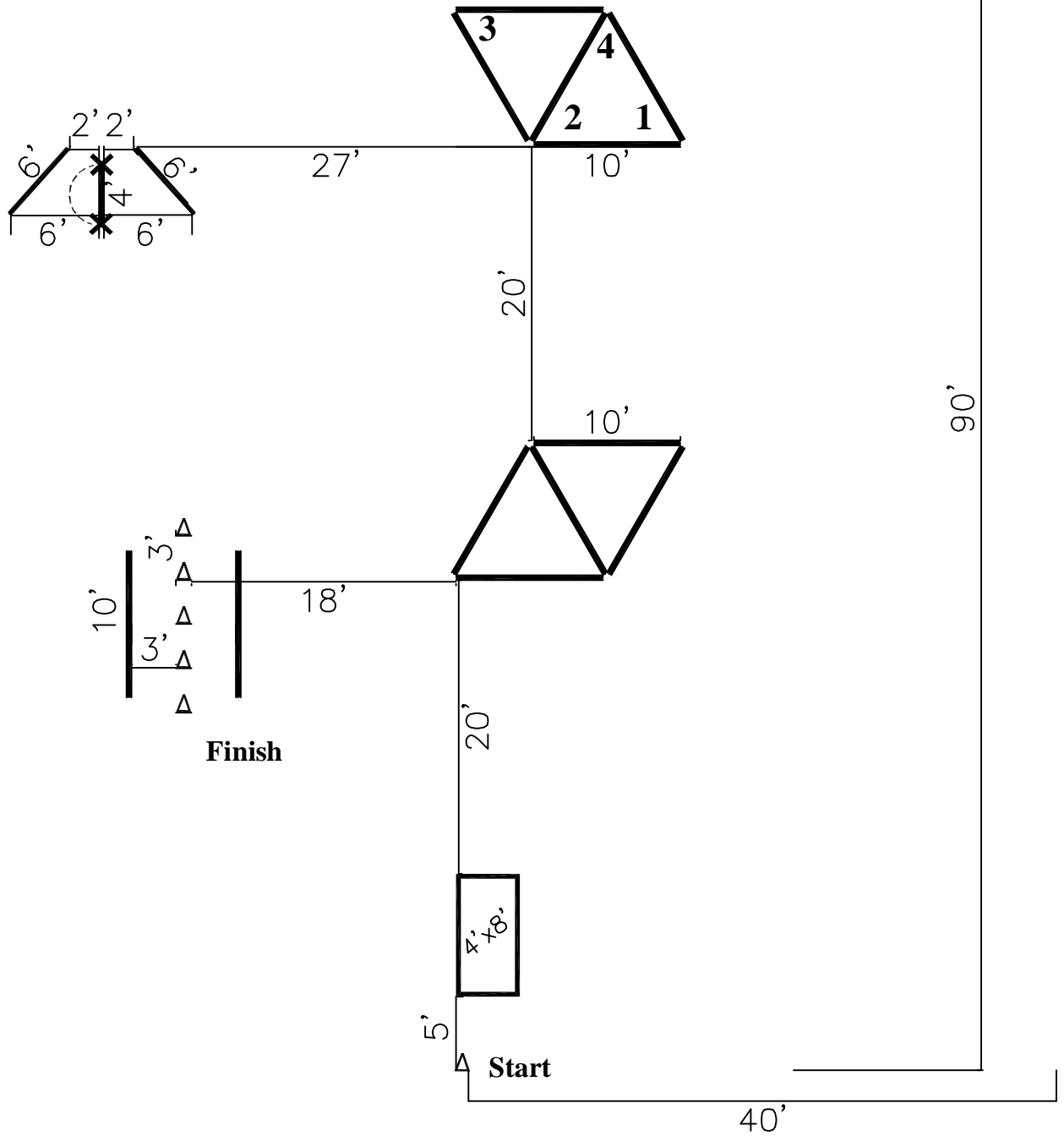
- Horsemanship knowledge in displaying fundamentals is important. Accuracy, smoothness, and acceptance of obstacles should be points of training. Rythm throughout course is important.
- Exhibitor should not pet or unnecessarily touch horse while on course.
- Athlete and equine should create a working team. Movement through and over obstacles should be crisp while allowing the equine to negotiate each step.
- Leads should be accurate and backing should be precise, and not too slow.
- Haunch turns, pivots, lateral movements and backing should be smooth with continual movement.
- Refusals will deduct points. After 2 unsuccessful attempts, riders will be asked to move on. A refusal is any unnecessary and unintentional movement not aiding in completion of the maneuver. The following two examples would be considered refusals: A horse taking a step backwards while approaching a bridge without being asked to do so by its rider. A horse taking a step forward while attempting to complete back through without being asked to do so by its rider. An unintentional complete stop of movement while approaching or completing an obstacle will be considered a refusal.
- Judges will be looking for a "finished" equine/athlete combination in this event.



OHSET
PATTERN #2
Trail Pattern

#2.15.19 Revised 12-02-18

Legend :	
Walk	—————
Jog/Trot	-----
Lope/Canter	- - - - -
Back	X X X X X
Sidepass	U U U U U
Start Cone	△



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PATTERN #2
Trail Dimensions

#2.15.19 Revised 12-02-18

- Equipment Needed:**
- (1) Bridge 4'x8' (min 4'x6')
 - (12) 10' poles
 - (2) 6' poles
 - (1) 4' pole
 - (2) Jump Standards
 - (6) Standard cones (about 12"-18" tall and 12"-14" base)
 - (1) Rope for rope gate with way to latch

Trail Setup Instructions

1. Begin by placing start cone approximately 90' from far end wall and 40' from right side wall. Min 40' from left side wall
2. Measure 5' from edge of cone for bottom left corner of bridge and place bridge
3. From top left corner of bridge measure 20' and build 10' triangle starting with bottom left point, then build 2nd triangle using right side of first triangle
4. From to point of first triangle measure 20' and build triangle starting with bottom left point. Then build 2nd triangle using left side of first triangle
5. From bottom left corner of first triangle measure 27' and place 6' pole as shown. From end of 6' pole measure 2' and place jump standard. Measure 4' down and place 2nd jump standard. Place 4' pole between jump standards. From bottom of jump standard measure 6' to the right and place other end of 6' pole. Repeat these measurements for 2nd 6' pole placement
6. From first triangle on bottom left corner, measure 18' to the left and place right edge of cone. From top edge of the base measure 3' above it and place top cone. From bottom edge of base measure 3' and place cone below it, continue placing remaining cones. The 5' mark of the poles should be matched with the center cone, and there should be 3' between the edge of the cone base and the edge of the pole

Note: All measurements are from "inside to inside" or "edge to edge", providing a designated amount of clear space

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PATTERN #2
Trail Set Up